

THE ETERNAL LIGHT

1/4

THE LAND HAS ALWAYS BEEN UNDER THE
PROTECTION OF THE WIZARD'S COUNCIL.
THEY HAVE ENSURED PEACE AND HAPPINESS
THROUGH THE POWERS GIVEN TO THEM BY
THE ETERNAL LIGHT

HOWEVER, THE SAGES - THE WIZARDS
APPRENTICES CRAVED FOR THIS POWER,
AND SO THEY MADE A DEAL WITH MELCHIOR
THE DARK WIZARD.

THE SAGES ENCASED THE ETERNAL LIGHT
IN 10 LANTERNS GIVING THEM TO MELCHIOR.

HOWEVER, MELCHIOR DECEIVED THEM
HE KILLED THE SAGES AND THEN SCATTERED
THE LANTERNS THROUGHOUT THE LAND,
BECAUSE WITHOUT THEM THE COUNCIL HAD
NO POWER AT ALL, AND ALL WAS FOR
THE TAKING...

PRESS ANY KEY TO CONTINUE

THE ETERNAL LIGHT

2/4

THE COUNCIL MEET AND CHOSE ONE WIZARD
THEIR MOST TRUSTED AND STRONGEST
TO BRING THE 10 LANTERNS BACK TO THE
WIZARDS COUNCIL CHAMBERS...

THAT WIZARD IS YOU
SUNDOSIA

PRESS ANY KEY TO CONTINUE

THE ETERNAL LIGHT

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YOU HAVE BEEN GIVEN THE RESPONSIBILITY
OF FINDING THE 10 LANTERNS SCATTERED
THROUGHOUT THE LAND;
YOU MUST DESTROY MELCHIOR'S EVIL
FORCES AND RETURN THEM TO THE COUNCIL.

THE COUNCIL HAS GIVEN THE LAST OF THEIR
POWERS TO YOU.
THE ABILITY TO FIRE A POWERFUL SHOT
OF ENERGY... IT IS ENOUGH TO DESTROY
THE EVIL FORCES ROAMING THE LAND.
HOWEVER, IT IS ONLY STRONG ENOUGH TO
BE FIRED ONE SHOT AT A TIME...

YOU MUST USE THIS POWER WISELY
AND SEARCH HARD TO FIND THE LANTERNS

PRESS ANY KEY TO CONTINUE

THE ETERNAL LIGHT

4/4

WE WISH YOU WELL BRAVE WIZARD
FREE OUR LANDS FROM THE DARKNESS
THAT IS THREATENING...

SAVE US

PRESS SPACEBAR TO RUN"ETERNAL
PRESS ANY OTHER KEY TO END